EUROPA Quick Start

This tutorial provides just enough information for you to create and run simple planning problems using E2. Once you're familiar with the basics, see the Documentation page for more details.

NDDL Basics

The New Domain Description Language (NDDL) is a simple but powerful language used to describe both problem domains and problem instances in Europa. The following is a simple NDDL model representing a classical planning problem (simple examples from other domains can be found below):

- Introducing a simple NDDL model
- Introducing a simple NDDL instance

Create and Run a Project

Option 1: Using JAVA API

A simplified interfact designed to expose in a clean way only those internals of E2 required by a typical user. Easier to use, this is slightly less powerful (for example, when you build your own solver, you may need to learn more about the C++ interface).

Option 2: Using C++ API

With this approach, you get direct access to the internals of E2. It is therefore more powerful, but less clean. To create a project called PROJ, follow these steps:

1. In the /PLASMA directory, run **./makeproject PROJ**. This creates a project directory filled with necessary files in `../PROJ`. See XXX for more details about these files.
2. **cd ../PROJ**
3. Edit the **PROJ-model.nddl** file to define your problem domain.
4. Edit the **PROJ-initial-state.nddl** file to define your problem instance.
5. Compile and run your project by simply running **./jam** (jam options are described HERE XXX). This also runs the planner and dumps the final plan database to PROJ XXX XXX.output.xml.

Examine Results

- In the Text Dump
- Through Plan Works
- Programatically by making more calls to EUROPA$_2$

Examples

- Hello World
- Rover